Object **space** EWA surface splatting: A hardware accelerated approach to high quality point rendering psu.edu [PDF]
L Ren, H Pfister, M Zwicker - Computer Graphics Forum, 2002 - interscience.wiley.com
... ulating an A-Buffer **2**. The first **pass** (Section 5.1) performs visibility splatting 13 by rendering ... The second **pass** (Section 5.2) implements Equation (8) as follows: First we set up the ... the pro- jection of the textured polygon to **screen space** yields the **screen space** EWA **resampling** ...
Cited by 189 - Related articles - BL Direct - All 37 versions

[PDF] Survey of texture mapping psu.edu [PDF]
PS Heckbert - IEEE Computer Graphics and Applications, 1986 - Citeseer
... The four steps above simplify to: 1. low **pass** filter the input signal using convolution 3 **2**. warp the abscissa of the signal . **resample** the signal at the output sample points - -- - ... n general, a square **screen** pixel that intersects a curved surface has a curvilinear quadrilateral pre- ...
Cited by 527 - Related articles - View as HTML - All 50 versions

[PDF] Efficient **screen space** approach for hardware accelerated surfel rendering psu.edu [PDF]
G Guennebaud, M Paulin - Vision, Modeling and Visualization, Munich, 2003 - Citeseer
... ρk can be written as a single Gaussian with a variance matrix that combines the warped ba- sis function and the low-**pass** filter : ρk(x) = 1 |J–1 k | GJkV r k JT k +I (x – mk(uk)) (6) which is called the **screen space** EWA **resampling** filter. Finally, substituting this into **2**, the continu ...
Cited by 56 - Related articles - View as HTML - All 6 versions

Relief texture mapping psu.edu [PDF]
MM Oliveira, G Bishop, D McAllister - Proceedings of the 27th ..., 2000 - portal.acm.org
... quadric and superquadric surfaces, and planar bicubic and biquadratic image warps are two-**pass** transformable. ... into an area much smaller than the final image [**2**]. Non-injective **2**-D mapping may also map multiple samples to the same pixel on the **screen**, a situation ...
Cited by 234 - Related articles - All 43 versions

Surface splatting psu.edu [PDF]
M Zwicker, H Pfister, J Van Baar, M ... - Proceedings of the 28th ..., 2001 - portal.acm.org
... Note that from now on we are omitting the subscript uk for m and J. 3.3 **Screen Space** EWA Like Greene and Heckbert [3], we choose elliptical Gaussians both for the basis functions and the low-**pass** filter, since ... GV(x) with variance matrix V is defined as: GV(x) = 1 2π|V|1 **2** e – 1 ...
Cited by 434 - Related articles - All 46 versions

Layered depth images
J Shade, S Gortler, L He, R Szeliski - Proceedings of the 25th ..., 1998 - portal.acm.org
... Using bilinear pixel sampling, the frame rates are 30 Hz for no z-parallax, 21 Hz for "crude" one- **pass** warping (no forward warping of d1 values), and 16 Hz for two-**pass** warping. ... and (**2**) surfaces that grow in terms of **screen space**. ...
Cited by 750 - Related articles - All 16 versions

Hardware-accelerated adaptive EWA volume splatting [psu.edu [PDF]]
W Chen, L Ren, M Zwicker, H ... - IEEE Visualization, 2004, 2004 - ieeexplore.ieee.org
... For each point in object- **space**, quadrilateral that is texture-mapped with a Gaussian texture is deformed to result in the correct **screen-space** EWA splat after projection. ... Mk = (˜Vk +Vh)−1. (5) Here, Vh is the **2**×**2** variance matrix of the Gaussian low-**pass** filter, which is usually ...
Cited by 49 - Related articles - All 25 versions

[PDF] Fundamentals of texture mapping and image warping [psu.edu [PDF]]
PS Heckbert - University of California at Berkeley, Berkeley, CA, 1989 - Citeseer
... 3.3.**2** Pre Itering : : : : : 36 3.3.3 Some Low **Pass** Filters : : : : : 37 3.4 Ideal **Resampling** Filters : : : : : 41 ... to **2**-D **screen space** that is of interest. ...
Cited by 242 - Related articles - View as HTML - All 15 versions

Permutation warping for data parallel volume rendering [tastate.edu [PDF]]
CM Wittenbrink, AK Somani - ... of the 1993 symposium on Parallel ..., 1993 - portal.acm.org
... one assignment [9] to calculate multipass **resampling**, we are interested in calculating a direct one **pass resampling**. ... Each white line connects only two proces- sors shown by the parallel nature of all ... and the forward T warped version is also given as green in the **screen space**. ...
Cited by 44 - Related articles - All 8 versions

Fourier volume rendering [psu.edu [PDF]]
T Malzbender - ACM Transactions on Graphics (TOG), 1993 - portal.acm.org
... magnitude fewer operations than either the **screen space** approach or the object **space** approach. 3-D spatial data are first transformed into the fre- ... Note that this convolution needs to be evaluated only on the **2**-D lattice of points that we will **pass** to the **2**-D inverse FHT. ...
Cited by 214 - Related articles - BL Direct - All 13 versions

Create email alert

Gooooooooogle ▶
Result Page: 1 2 3 4 5 6 7 8 9 10 Next